

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

2671
V.7
06-13-03

In re Patent Application of

DREBIN et al

Atty. Ref.: 723-968

Serial No. 09/722,367

Group: 2671

Filed: November 28, 2000

Examiner: Nguyen, Kimbinh T.

For: RECIRCULATING SHADE TREE BLENDER FOR A
GRAPHICS SYSTEM

* * * * *

RECEIVED

May 16, 2003

MAY 20 2003

Technology Center 2600

Assistant Commissioner for Patents
Washington, DC 20231

Sir:

SUPPLEMENTAL INFORMATION DISCLOSURE STATEMENT

Under 37 C.F.R. §§ 1.56 and 1.97, the applicant directs the attention of the Patent and Trademark Office to the items listed on the attached forms PTO-1449. These items were cited in copending commonly-assigned related patent applications as indicated in the appendix and not yet of record in this case.¹ The Examiner is requested to cite and consider these items in this case.

Applicant is attaching copies of all items other than U.S. patents. The U.S. patents are readily available to the Examiner; applicant will submit a copy upon request.

Should the examiner need anything further to consider these items, please contact the undersigned at the telephone number listed below.

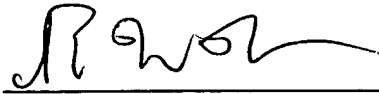
In the event a first Office Action has already been mailed, please treat this paper as a submission under 37 C.F.R. § 1.97(c) and charge Deposit Account No. 14-1140 for the fee required by 37 C.F.R. § 1.17(p). The U.S. Patent and Trademark Office is authorized to charge any fee which was asserted to have been filed or which should have been filed and to credit any overpayment, to that same Deposit Account No. 14-1140.

¹ The identification of the co-pending U.S. Patent Applications in the appendix is not to be construed as a waiver of secrecy as to those applications now or upon issuance of this application as a patent.

DREBIN et al
Serial No. **09/722,367**

Respectfully submitted,

NIXON & VANDERHYE P.C.

By: 

Robert W. Faris

Reg. No. 31,352

RWF:bld
1100 North Glebe Road, 8th Floor
Arlington, VA 22201-4714
Telephone: (703) 816-4000
Facsimile: (703) 816-4100

APPENDIX

The items cited on the attached form PTO-1449 is of record in the co-pending related commonly-assigned patent applications as indicated below:

I. Application No. 09/465,754 filed December 17, 1999 (atty. dkt. no. 723-799)
entitled "Vertex Cache For 3D Computer Graphics":

WO/93/04429	PCT
4,491,836	Collmeyer et al.
4,653,012	Duffy et al.
4,695,943	Keeley et al.
4,710,876	Cline et al.
4,768,148	Keeley et al.
4,785,395	Keeley
4,790,025	Inoue et al.
4,812,988	Duthuit et al.
4,829,452	Kang et al.
4,833,601	Barlow et al.
4,965,751	Thayer et al.
4,975,977	Kurosu et al.
5,056,044	Frederickson et al.
5,086,495	Gray et al.
5,163,126	Einkauf et al.
5,179,638	Dawson et al.
5,353,424	Partovi et al.
5,448,689	Matsuo et al.
5,657,045	Katsura et al.
5,657,443	Krech, Jr.
5,659,673	Nonoshita
5,726,947	Yamazaki et al.
5,740,406	Rosenthal et al.
5,745,125	Deering et al.
5,748,986	Butterfield et al.
5,751,930	Katsura et al.
5,754,191	Mills et al.
5,801,720	Norrod et al.

5,821,940	Morgan et al.
5,821,940	Morgan et al
5,822,516	Krech, Jr.
5,838,334	Dye
5,886,701	Chauvin et al.
5,887,155	Laidig
5,940,089	Dilliplane
5,949,421	Ogletree et al.
5,995,120	Dye
6,088,701	Whaley et al.
6,226,713 B1	Mehrotra
6,292,194 B1	Powll, III
6,408,362 B1	Arimilli et al.
6,426,747	Hoppe et al.
6,459,429	Deering

White paper, Huddy, Richard, "The Efficient Use of Vertex Buffers," (11/01/2000)

White paper, Spitzer, John, et al., "Using GL_NV_array_range and GL_NV_Fence on GeForce Products and Beyond" (08/01/2000)

White paper, Rogers, Douglas H., "Optimizing Direct3D for the GeForce 256" (1/3/2000)

Hook, Brian, "An Incomplete Guide to Programming DirectDraw and Direct3D Immediate Mode (Release 0.46)," printed from web site: www.wksoftware.com, 42 pages

Thompson, Tom, "Must-See 3-D Engines," BYTE MAGAZINE, printed from web site www.byte.com, 10 pages (June 1996)

Thompson, Nigel, "Rendering with Immediate Mode," Microsoft Interactive Developer Column: Fun and Games, printed from web site msdn.microsoft.com, 8 pages (March 97)

"HOWTO: Animate Textures in Direct3D Immediate Mode," printed from web site support.microsoft.com, 3 pages (last reviewed 12/15/2000)

INFO: Rendering a Triangle Using an Execute Buffer," printed from web site support.microsoft.com, 6 pages (last reviewed 10/20/2000)

U.S. application Serial No. 09/337,293, filed 6/21/1999, "Multi-Format Vertex Data Processing Apparatus and Method

Datasheet, SGS-Thomson Microelectronics, nVIDIA™, RIVA 128™ 128-Bit 3D Multimedia Accelerator (10/1997)

Product Presentation, "RIVA128™ Leadership 3D Acceleration," 2 pages

Hoppe, Hugues, "Optimization of Mesh Locality for Transparent Vertex Caching,"
PROCEEDINGS OF SIGGRAPH, pages 269-276 (August 8-13, 1999)

II. Application No. 09/726,223 filed November 28, 2000 (atty. dkt. no. 723-751)
entitled "Z Value Clamping In Near-Z Range To Maximize Precision Of Visually
Important Z Components And To Avoid Near-Z Clipping In A Graphics
Rendering System":

4,888,712	BARKANS et al.
4,907,174	PRIEM
5,819,017	Akeley et al.
5,856,829	GRAY, III et al.
5,923,332	IZAWA
5,926,182	MENON et al.
5,982,376	ABE et al.
5,986,659	GALLERY et al.
6,046,746	DEERING
6,052,129	FOWLER et al.
6,144,387	LIU et al.
6,157,387	KOTANI
6,285,779	Lapidous et al.

III. Application No. 09/722,419 filed November 28, 2000 (atty. dkt. no. 723-958)
entitled "Graphics Pipeline Token Synchronization":

4,989,138	Radochonski
5,345,541	Kelley et al
5,467,459	Alexander et al.
5,487,146	Guttag et al.
5,768,629	Wise et al.
5,828,907	Wise et al.
5,835,792	Wise et al.
5,872,902	Kuchkuda et al.
5,982,390	Stoneking et al.
6,046,752	Kirkland et al.
6,252,610	Hussain
6,476,808	Kuo et al.

IV. Application No. 09/722,382 filed November 28, 2000 (atty. dkt. no. 723-961)
entitled "Method And Apparatus For Direct and Indirect Texture Processing In A
Graphics System":

4,692,880	MERZ et al.
4,935,879	UEDA
5,003,496	HUNT, Jr. et al.
5,422,997	NAGASHIMA
5,469,535	JARVIS et al.
5,495,563	WINSER
5,548,709	HANNAH et al.
5,582,451	COX et al.
5,586,234	SAKURABA et al.
5,664,162	DYE
5,696,892	REDMANN et al.
5,726,689	NEGISHI et al.
5,734,386	COSMAN
5,745,118	ALCORN et al.
5,751,292	EMMOT
5,764,237	KANEKO
5,777,623	SMALL
5,831,625	RICH et al.
5,831,640	WANG et al.
5,835,096	BALDWIN
5,861,888	DEMPSEY
5,877,770	HANAOKA
5,892,517	RICH
5,926,647	ADAMS et al.
5,945,997	ZHAO et al.
5,963,220	LEE et al.
5,987,567	RIVARD et al.
5,999,198	HORAN et al.
6,002,407	FADDEN
6,011,565	KUO et al.
6,040,844	YAMAGUCHI et al.
6,046,747	SAUNDERS et al.
6,052,126	SAKURABA et al.
6,057,849	HAUBNER et al.

6,057,851 LUKEN et al.
6,057,861 LEE et al.
6,353,438 VAN HOOK

Whitepapers: "Texture Addressing," Sim Dietrich, January 6, 2000, www.nvidia.com

V. Application No. 09/726,218 filed November 28, 2000 (atty. dkt. no. 723-960) entitled "Method And Apparatus For Efficient Generation Of Texture Coordinate Displacements For Implementing Emboss-Style Bump Mapping In A Graphics Rendering System":

5,900,881 IKEDO
5,880,736 PEERCY et al.
5,808,619 CHOI et al.
4,808,988 BURKE et al.
6,014,144 NELSON et al.
5,224,208 MILLER, JR. et al.
6,078,334 HANAOKA et al.
5,561,746 MURATA et al.
5,659,671 TANNENBAUM et al.
4,974,177 NISHIGUCHI
6,081,274 SHIRAISHI
6,031,542 WITTIG
5,621,867 MURATA et al.

GDC 2000: Advanced OpenGL Game Development, "A Practical and Robust Bump-mapping Technique for Today's GPUs," by Mark Kilgard, July 5, 2000, www.nvidia.com

Technical Presentations: "Texture Space Bump Mapping," Sim Dietrich, November 10, 2000, www.nvidia.com

VI. Application No. 09/722,381 filed November 28, 2000 (atty. dkt. no. 723-962) entitled "Method And Apparatus For Environment-Mapped Bump-Mapping In A Graphics System":

0 637 813 A2 EUROPEAN
4,615,013 YAN et al.
5,544,292 WINSER

5,563,989 BILLYARD
5,809,219 PEARCE et al.
5,870,102 TAROLLI et al.
5,923,334 LUKEN
5,956,043 JENSEN
6,049,337 VAN OVERVELD
6,052,127 VASWANI et al.
6,078,333 WITTIG et al.
6,191,794 PRIEM et al.

VII. Application No. 09/726,216 filed November 28, 2000 (atty. dkt. no. 723-967)
entitled "Achromatic Lighting in a Graphics System and Method":

4,275,413 Sakamoto et al.
5,016,183 Shyong
5,097,427 Lathrop et al.
5,361,386 Watkins et al.
5,467,438 Nishio et al.
5,473,736 Young
5,495,563 Winsor, Paul A.
5,504,499 Horie et al.
5,557,712 Guay
5,566,285 Okada
5,649,082 Burns
5,687,304 Kiss, Kenneth W.
5,740,343 Tarolli et al.
5,943,058 Nagy
5,956,042 Tucker et al.
6,023,261 Ugajin
6,232,981 Gossett, Carroll Philip
6,239,810 Van Hook et al.
6,417,858 Bosch et al.

White paper, Dietrich, Sim, "Cartoon Rendering and Advanced Texture Features of the GeForce 256 Texture Matrix, Projective Textures, Cube Maps, Texture Coordinate Generation and DOTPRODUCT3 Texture Blending" (12/16/1999)

VIII. Application No. 09/726,226 filed November 28, 2000 (atty. dkt. no. 723-964) entitled "Method And Apparatus For Anti-Aliasing In A Graphics System":

4,897,806	COOK et al.
5,239,624	COOK et al.
5,394,516	WINSER
5,600,763	GREENE et al.
5,651,104	COSMAN
5,764,228	BALDWIN
5,818,456	COSMAN et al.
5,859,645	LATHAM
5,877,771	DREBIN et al.
5,943,060	COSMAN et al.
6,028,608	JENKINS
6,038,031	MURPHY
6,469,707 B1	Douglas Voorhies
6,496,187 B1	Michael Deering et al.

Whitepaper: Implementing Fog in Direct3D, January 3, 2000, www.nvidia.com
Akeley, Kurt, "Reality Engine Graphics", 1993, Silicon Graphics Computer Systems, pp. 109-116.

IX. Application No. 09/722,380 filed November 28, 2000 (atty. dkt. no. 723-957) entitled "Graphics System With Embedded Frame Buffer Having Re-configurable Pixel Formats":

5,018,076	JOHARY et al.
5,241,658	MASTERSON et al.
5,307,450	Grosssman
5,543,824	PRIEM et al.
5,559,954	SAKODA et al.
5,650,955	PUAR et al.
5,657,478	RECKER et al.
5,694,143	Fielder et al.
5,703,806	PUAR et al.
5,742,788	PRIEM et al.
5,890,190	Rutman

5,914,729 LIPPINCOTT
5,933,154 HOWARD et al.
6,041,010 PUAR et al.
6,075,543 AKELEY
6,215,497 Leung
6,356,497 PUAR et al.
6,476,822 Burbank

Videum Conference Pro (PCI) Specification, product of Winnov (Winnov), published
7/21/1999

X. Application No. 09/585,329 filed June 2, 2000 entitled "Variable Bit Field Color Encoding" (atty. dkt. no. 723-749):

4,918,625 Yan
5,416,606 Katayama et al.
5,606,650 Kelley et al.
5,767,858 Kawase et al.
5,805,175 Priem
5,880,737 Griffen et al.
5,886,705 Lentz
5,894,300 Takizawa
5,914,725 Mcinnnis et al.
5,986,663 Wilde
6,005,583 Morrison
6,005,584 Kitamura et al.
6,054,993 Devic et al.
6,339,428 B1 Fowler et al.

ZDNet Reviews, from PC Magazine, "Other Enhancements," January 15, 1999,
[wysiwyg://16/http://www4.zdnet.com...ies/reviews/0,4161,2188286,00.html](http://www4.zdnet.com...ies/reviews/0,4161,2188286,00.html)

ZDNet Reviews, from PC Magazine, "Screen Shot of Alpha-channel
Transparency," January 15, 1999,
[wysiwyg://16/http://www4.zdnet.com...ies/reviews/0,4161,2188286,00.html](http://www4.zdnet.com...ies/reviews/0,4161,2188286,00.html)

Alpha (transparency) Effects, Future Technology Research Index,
<http://www.futuretech.vuurwerk.nl/alpha.html>

Blythe, David, 5.6 Transparency Mapping and Trimming with Alpha,

<http://toolbox.sgi.com/TasteOfDT/d...penGL/advanced98/notes/node41.html>, June 11, 1998

10.2 Alpha Blending,

<http://www.sgi.com/software/opengl/advanced98/notes/node146.html>

10.3 Sorting, <http://www.sgi.com/software/opengl/advanced98/notes/node147.html>

10.4 Using the Alpha Function,

<http://www.sgi.com/software/opengl/advanced98/notes/node148.html>

Winner, Stephanie, et al., "Hardware Accelerated Rendering Of Antialiasing Using A Modified A-buffer Algorithm," Computer Graphics Proceedings, Annual Conference Series, 1997, pp 307-316

XI. Application No. 09/726,212 filed November 28, 2000 (atty. dkt. no. 723-956) entitled "Method And Apparatus For Dynamically Reconfiguring The Order Of Hidden Surface Processing Based On Rendering Mode":

5,144,291	Nishizawa
5,268,995	Diefendorff et al.
6,052,125	Gardiner et al.
6,111,584	Murphy, Nicholas J.N.
6,144,365	Young et al.
6,166,748	Van Hook et al.
6,172,678 B1	Shiraishi
6,204,851B1	Netschke et al.

XII. Application No. 09/726,212 filed November 28, 2000 (atty. dkt. no. 723-973) entitled "Method And Apparatus For Providing Non-Photorealistic Cartoon Outlining Within A Graphics System":

5,091,967	Ohsawa
5,666,439	Ishida et al
5,684,941	Dye
5,757,382	Lee
5,933,529	Kim
5,940,538	Spiegel et al
6,021,417	Massarksy
6,026,182	Lee et al
6,038,348	Carley
6,061,462	Tostevin et al
6,088,487	Kurashige

RenderMan Artist Tools, PhotoRealistic RenderMan 3.8 User's Manual, Pixar (8/1998)

RenderMan Interface Version 3.2 (7/2000)

White paper, Dietrich, Sim, "Cartoon Rendering and Advanced Texture Features of the GeForce 256 Texture Matrix, Projective Textures, Cube Maps, Texture Coordinate Generation and DOTPRODUCT3 Texture Blending" (12/16/1999)

Peter J. Kovach, INSIDE DIRECT 3D, "Alpha Testing," ppp 289-291 (1999)

Web site information, CartoonReyes, REM Infografica,
<http://www.digimotion.co.uk/cartoonreyes.htm>

Raskar, Ramesh et al., "Image Precision Silhouette Edges," Symposium on Interactive 3D Graphics 1999, Atlanta, 7 pages (April 26-29, 1999)

Schlechtweg, Stefan et al., "Rendering Line-Drawings with Limited Resources, Proceedings of GRAPHICON '96, 6th International Conference and Exhibition on Computer Graphics and Visualization in Russia, (St. Petersburg, July 1-5, 1996) vol. 2, pp 131-137

Haeberli, Paul et al., "Texture Mapping as a Fundamental Drawing Primitive," Proceedings of the Fourth Eurographics Workshop on Rendering, 11 pages, Paris, France (June 1993)

Schlechtweg, Stefan et al., "Emphasising in Line-drawings," Norsk samarbeid innen grafisk databehandling: NORSIGD Info, medlemsblad for NORSIGD, Nr 1/95, pp. 9-10

Markosian, Lee et al., "Real-Time Nonphotorealistic Rendering," Brown University site of the NSF Science and Technology Center for Computer Graphics and Scientific Visualization, Providence, RI, 5 pages (undated)

Feth, Bill, "Non-Photorealistic Rendering," wif3@cornell.edu, CS490 – Bruce Land, 5 pages (Spring 1998)

Elber, Gershon, "Line Art Illustrations of Parametric and Implicit Forms," IEEE Transactions on Visualization and Computer Graphics, Vol. 4, No. 1, January-March 1998

Zelevnik, Robert et al. "SKETCH: An Interface for Sketching 3D Scenes," Computer Graphics Proceedings, Annual Conference Series 1996, pp. 163-170
Computer Graphics World, December 1997

Reynolds, Craig, "Stylized Depiction in Computer Graphics, Non-Photorealistic, Painterly and 'Toon Rendering," an annotated survey of online resources, 13 pages, last update May 30, 2000, <http://www.red.com/cwr/painterly.html>

Render Man Artist Tools, "Using Arbitrary Output Variables in Photorealistic Renderman (With Applications), PhotoRealistic Renderman Application Note #24, 8 pages, June 1998,
<http://www.pixar.com/products/renderman/toolkit/Toolkit/AppNotes/appnote.24.html>

Decaudin, Philippe, "Cartoon-Looking Rendering of 3D Scenes," Syntim Project Inria, 6 pages , <http://www-syntim.inria.fr/syntim/recherche/decaudin/cartoon-eng.html>

Hachigian, Jennifer, "Super Cel Shader 1.00 Tips and Tricks," 2 pages, [wysiwyg://thePage.13/http://members.xoom.com/_XMCM.jarvia/3D/celshade.html](http://members.xoom.com/_XMCM.jarvia/3D/celshade.html)

Digimation Inc., "The Incredible Comicshop," info sheet, 2 pages, http://www.digimation.com/asp/product/asp?product_id=33

Softimage/3D Full Support, "Toon Assistant," 1998 Avid Technology, Inc., 1 page, http://www.softimage.com/3dsupport/techn...uments/3.8/features3.8/rel_notes.56.html

Cambridge Animo – Scene III, info sheet, Cambridge Animation Systems, 2 pages, <http://www.cam-ani.co.uk/casweb/products/software/SceneIII.htm>

Mulligan, Vikram, "Toon, " info sheet, 2 pages, <http://digitalcarversguild.com/products/toon/toon.thml>

Toony Shaders, "Dang I'm tired of photorealism," 4 pages, <http://www.visi.com/~mcdonald/toony.html>

"Cartoon Shading, Using Shading Mapping," 1 page, <http://www.goat.com/alias/shaders.html#toonshad>

web site information, CartoonReyes, <http://www.zentertainment.com/zentropy/review/cartoonreyes.html>

VIDI Presenter 3D Repository, "Shaders." 2 pages, <http://www.webnation.com/vidirep/panels/renderman/shaders/toon.phtml>

XIII. Application No. 09/726,225 filed November 28, 2000 (atty. dkt. no. 723-954) entitled "Method And Apparatus For Providing Improved Fog Effects In A Graphics System":

4,463,380	HOOKS, Jr.
5,268,996	STEINER et al.
5,357,579	BUCHNER et al.
5,363,475	BAKER et al.
5,412,796	OLIVE
5,415,549	LOGG
5,432,895	MYERS
5,535,374	OLIVE
5,573,402	GRAY
5,616,031	LOGG
5,724,561	TAROLLI et al.
5,977,984	OMORI

5,990,903 DONOVAN
6,005,582 GABRIEL et al.
6,064,392 ROHNER
6,268,861 B1 Sanz-Pastor et al.
6,342,892 B1 Van Hook et al.
6,437,781 B1 Tucker et al.

XIV. Application No. 09/722,664 filed November 28, 2000 (atty. dkt. no. 723-969)
entitled "Controller Interface For A Graphics System":

5,593,350 BOUTON et al.
5,607,157 NAGASHIMA
5,628,686 SVANCAREK et al.
5,638,535 Rosenthal et al.
5,714,981 SCOTT-JACKSON et al.
5,791,994 HIRANO et al.
5,892,974 KOIZUMI et al.
5,958,020 EVOY et al.
6,007,428 NISHIUMI et al.
6,022,274 TAKEDA et al.
6,070,204 Poisner, David
6,078,311 Pelkey, Michael H.
6,155,926 MIYAMOTO et al.
6,200,253 NISHIUMI et al.
6,264,558 NISHIUMI et al.

XV. Application No. 09/726,221 filed November 28, 2000 (atty. dkt. no. 723-955)
entitled "Method And Apparatus For Texture Tiling In A Graphics System":

4,974,176 BUCHNER et al.
5,490,240 FORAN et al.
5,760,783 MIGDAL et al.
5,828,382 WILDE
5,831,624 TAROLLI et al.
5,844,576 WILDE et al.
6,002,410 BATTLE
6,049,338 ANDERSON et al.
6,104,415 GOSSETT

6,466,223 B1 Dorbie et al.

XVI. Application No. 09/722,378 filed November 28, 2000 (atty. dkt. no. 723-965) entitled "Z-Texturing":

4,855,934 Robinson
5,751,291 Olsen et al
5,914,721 Lim
5,949,423 Olsen
5,977,979 Clough et al
6,037,948 Liepa
6,057,847 Jenkins
6,088,035 Sudarsky et al
6,094,200 Olsen et al
6,111,582 Jenkins
6,115,049 Winner et al
6,215,496 B1 Szeliski et al

Shade, Jonathan et al., "Layered Depth Images," COMPUTER GRAPHICS
Proceedings, Annual Conference Series, pp. 231-242 (1998)

XVII. Application No. 09/723,336 filed November 28, 2000 entitled "Application Program Interface for a Graphics System" (atty. dkt. no. 723-976):

9-330230 JAPAN
5,404,445 Matsumoto
5,432,900 Rhodes et al
5,438,663 Matsumoto et al
5,751,295 Becklund et al
5,861,893 Strugess, Jay J.
5,870,587 DANFORTH et al.
5,920,876 UNGAR et al.
5,936,641 Jain et al
5,995,121 Alcokrn et al
6,052,133 Kang
6,057,863 Olarig
6,151,602 HEJLSBERG et al.

6,177,944 FOWLER et al.
6,275,235 Morgan, III, David L.

Efficient Command/Data Interface Protocol For Graphics, IBM TDB, vol. 36, issue
9A, September 1, 1993, pgs. 307-312

XVIII. Application No. 09/722,663 filed November 28, 2000 (atty. dkt. no. 723-963)
entitled "Graphics System With Copy Out Conversions Between Embedded
Frame Buffer And Main Memory":

4,357,624 GREENBERG
4,817,175 TENENBAUM et al.
5,062,057 BLACKEN et al.
5,204,944 WOLBERG et al.
5,315,692 HANSEN et al.
5,461,712 CHELSTOWSKI et al.
5,506,604 NALLY et al.
5,608,864 BINDLISH et al.
5,644,364 KURTZE et al.
5,691,746 SHYU
5,801,711 KOSS et al.
5,808,630 PANNELL
5,815,165 BLIXT
5,828,383 MAY et al.
5,877,741 CHEE et al.
5,909,225 SCHINNERER et al.
5,912,676 MALLADI et al.
5,936,683 LIN
6,020,931 BILBREY et al.
6,040,843 MONROE et al.
6,043,804 GREENE
6,067,098 DYE
6,097,435 STANGER et al.
6,097,437 HWANG
6,115,047 DEERING

XIX. Application No.09/722,665 filed November 28, 2000 (atty. dkt. no. 723-970)
entitled "Method and Apparatus for Accessing Shared Resources":

5,682,522	HUANG et al.
5,706,482	MATSUSHIMA et al.
5,740,383	NALLY et al.
5,781,927	WU et al.
5,903,283	SELWAN et al.
5,959,640	RUDIN et al.
5,986,677	JONES et al.
6,008,820	Chauvin et al.
6,035,360	Doidge et al
6,057,862	MARGULIS
6,078,338	HORAN et al.
6,091,431	SAXENA et al.
6,104,417	NIELSEN et al.
6,105,094	LINDEMAN
6,108,743	DEBS et al.
6,118,462	MARGULIS

XX. Application No. 09/726,220 filed November 28, 2000 (atty. dkt. no. 723-974)
entitled "Graphics Processing System With Enhanced Memory Controller":

5,408,650	ARSENAULT
5,553,228	ERB et al.
5,659,715	WU et al.
5,767,856	PETERSON et al.
5,809,278	WATANABE et al.
5,870,109	MCCORMACK et al.
5,933,155	AKELEY
6,075,546	HUSSAIN et al.
6,092,158	HARRIMAN et al.
6,128,026	BROTHERS, III

XXI. Application No. 09/722,390 filed November 28, 2000 (atty. dkt. no. 723-966) entitled "Low Cost Graphics System With Stitching Hardware Support For Skeletal Animation":

4,600,919	Stern
5,475,803	Stearns et al
5,579,456	Cosman, Michael A.
5,748,199	Palm
5,850,229	Edelsbrunner et al.
5,883,638	Rouet et al.
5,909,218	Naka et al.
5,912,675	Laperriere
5,933,150	Ngo et al.
6,011,562	Gagne et al.
6,054,999	Strandberg
6,057,859	Handelman et al.
6,072,496	Guenter et al.
6,088,042	Handelman et al.
6,329,997	We et al.

Slide Presentation, Sébastien Dominé, "nVIDIA Mesh Skinning, OpenGL"

Singh, Karan et al., "Skinning Characters using Surface-Oriented Free-Form Deformations," Toronto Canada

"Hardware Technology," from ATI.com web site, 8 pages (2000)

"Skeletal Animation and Skinning," from ATI.com web site, 2 pages (Summer 2000)

"Developer Relations, ATI Summer 2000 Developer Newsletter," from ATI.com web site, 5 pages (Summer 2000)

Press Releases, "ATI's RADEON family of products delivers the most comprehensive support for the advance graphics features of DirectX 8.0," Canada, from ATI.com web site, 2 pages (11/9/2000)

"ATI RADEON Skinning and Tweening," from ATI.com web site, 1 page (2000)

Hart, Evan et al., "Vertex Shading with Direct3D and OpenGL," Game Developers Conference 2001, from ATI.com web site (2001)

"Search Results for: skinning, from ATI.com web site, 5 pages (5/24/01)

Hart, Evan et al., "Graphics by rage," Game Developers Conference 2000, from ATI.com web site (2000)

XXII. Application No. 09/722,421 filed November 28, 2000 (atty. dkt. no. 723-953)
entitled "Shadow Mapping In A Low Cost Graphics System":

4,625,289	Rockwood
5,043,922	Matsumoto
5,255,353	Itoh
5,377,313	Scheibl
5,402,532	Epstein et al.
5,739,819	Bar-Nahum
5,742,749	Foran et al.
5,870,097	Snyder et al.
5,870,098	Gardiner
5,966,134	Arias
6,018,350	Lee et al.
6,252,608	Snyder et al.

Debevec, Paul, et al., "Efficient View-Dependent Image-Based Rendering with Projective Texture-Mapping," University of California at Berkeley

Gibson, Simon, et al., "Interactive Rendering with Real-World Illumination," Rendering Techniques 2000; 11th Eurographics Workshop on Rendering, pp. 365-376 (June 2000)

Segal, Mark, et al., "Fast Shadows and Lighting Effects Using Texture Mapping," Computer Graphics, 26, 2, pp.. 249-252 (July 1992)

White paper, Kilgard, Mark J., "Improving Shadows and Reflections via the Stencil Buffer" (11/03/1999)

"OpenGL Projected Textures," from web site: [HTTP:// reality.sgi.com](http://reality.sgi.com), 5 pages

"5.13.1 How to Project a Texture," from web site: www.sgi.com, 2 pages

Arkin, Alan, email, subject: "Texture distortion problem," from web site: [HTTP://reality.sgi.com](http://reality.sgi.com) (7/1997)

Moller, Tomas et al., "Real-Time Rendering," pp. 179-183 (AK Peters Ltd., 1999)

Williams, Lance, "Casting Curved Shadows on Curved Surfaces," Computer Graphics (SIGGRAPH '78 Proceedings), Volume 12, Number 3, pages 270-274 (August 1978)

Woo et al., "A Survey of Shadow Algorithms," IEEE Computer Graphics and Applications, Volume 10, Number 6, pages 13-32 (November 1990)

Heidrich et al., "Applications of Pixel Textures in Visualization and Realistic Image Synthesis," Proceedings 1999 Symposium On Interactive 3D Graphics, pages 127-134 (April 1999)

Hourcade et al, "Algorithms for Antialiased Cast Shadows", Computers and Graphics, vol. 9, no. 3, pp. 259-265 (1985).

Michael McCool, "Shadow Volume Reconstruction from Depth Maps", ACM Transactions on Graphics, Vol. 19, No. 1, Jan. 2000, pages 1-26

XXIII. Application No. 09/723,322 filed November 28, 2000 (atty. dkt. no. 723-959)
entitled "Method and Apparatus for Buffering Graphics Data in a Graphics
System":

4,491,836	Collmeyer et al.
4,653,012	Duffy et al.
4,695,943	Keeley et al.
4,710,876	Cline et al.
4,768,148	Keeley et al.
4,785,395	Keeley
4,790,025	Inoue et al.
4,812,988	Duthuit et al.
4,829,452	Kang et al.
4,833,601	Barlow et al.
4,965,751	Thayer et al.
4,975,977	Kurosu et al.
5,056,044	Frederickson et al.
5,086,495	Gray et al.
5,163,126	Einkauf et al.
5,179,638	Dawson et al.
5,448,689	Matsuo et al.
5,657,045	Katsura et al.
5,657,443	Krech, Jr.
5,659,673	Nonoshita
5,740,406	Rosenthal et al.
5,748,986	Butterfield et al.
5,751,930	Katsura et al.
5,754,191	Mills et al.
5,821,940	Morgan et al.
5,822,516	Krech, Jr.
5,838,334	Dye
5,886,701	Chauvin et al.
5,940,089	Dilliplane

5,995,120 Dye

6,088,701 Whaley et al.

White paper, Huddy, Richard, "The Efficient Use of Vertex Buffers," (11/01/2000)

White paper, Spitzer, John, et al., "Using GL_NV_array_range and GL_NV_Fence on GeForce Products and Beyond" (08/01/2000)

White paper, Rogers, Douglas H., "Optimizing Direct3D for the GeForce 256" (1/3/2000)

Hook, Brian, "An Incomplete Guide to Programming DirectDraw and Direct3D Immediate Mode (Release 0.46)," printed from web site: www.wksoftware.com, 42 pages

Thompson, Tom, "Must-See 3-D Engines," BYTE MAGAZINE, printed from web site www.byte.com, 10 pages (June 1996)

Thompson, Nigel, "Rendering with Immediate Mode," Microsoft Interactive Developer Column: Fun and Games, printed from web site msdn.microsoft.com, 8 pages (March 97)

"HOWTO: Animate Textures in Direct3D Immediate Mode," printed from web site support.microsoft.com, 3 pages (last reviewed 12/15/2000)

INFO: Rendering a Triangle Using an Execute Buffer," printed from web site support.microsoft.com, 6 pages (last reviewed 10/20/2000)

U.S. application Serial No. 09/337,293, filed 6/21/1999, "Multi-Format Vertex Data Processing Apparatus and Method

Datasheet, SGS-Thomson Microelectronics, nVIDIA™, RIVA 128™ 128-Bit 3D Multimedia Accelerator (10/1997)

Product Presentation, "RIVA128™ Leadership 3D Acceleration," 2 pages